

AMENDMENTS TO THE SPECIFICATION

The following is a marked-up version of the specification with the language that is underlined ("\_\_\_") being added and the language that contains strikethrough ("—") being deleted:

Page 8, lines 1-2.

B1  
FIGS. 8A and 8B are flow charts ~~flow charts~~ collectively illustrating an example of the remote X server in the example window correlation system, as shown in FIGS. 1, 2B, 3, and 4.

Page 15, lines 4 through 12.

B2  
Server systems today, such as local network server 21, access and process client applications or resources, required by a local user by using the central processor unit 22, storage device 23, and memory 31 with an operating system 32. The processor accepts data from memory 31 and storage device 23 over a local interface 28 (*i.e.*, a bus). Directions from the local user can be signaled to the local network server 21 by using the input devices such as mouse 24 and keyboard 25. The actions input and results output are displayed on a display device such as, but not limited to terminal 26. The local network server 21 provides access to communication facilities via modem 27 to transport commands from the local user to other resources connected to the network 9.

Page 18, line 18 through page 19, line 3.

B3  
If the applications that the user indicated to be shared are enabled for sharing, the local X server 100 indicates, at step 112, the applications selected to be shared with the

B3  
cat

local sharedapp process 400200. The local X server 100 receives a request from the local sharedapp process 400200 for the local window tree structures for applications to be shared at step 113. At step 114, the local X server 100 returns the local window tree structures to the local sharedapp process 400200.

At step 115, the local X server 100 maintains the local window tree structures with the local sharedapp process 400200 while processing shared events. This process is herein defined in further detail with regard to FIG. 5B.

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Page 33, lines 8 through 10.

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B4

At step 353, the buffer send device-input event process 340 sends the device-input event to the remote sharedapp process 400 and increments the sent event count. The buffer send device-input event process 340 then exits ~~at~~ step 359.

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Page 49, lines 1 through 4.

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B5

At step 584, the remote sharedapp buffer process 580 waits to receive a buffering event reply from the remote ~~ex~~X server 600. When a buffering event reply is received from the remote X server 600, the remote sharedapp buffer process 580 injects an event in the buffer to the remote X server 600 at step 585.